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## The Backrooms

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in: Class Undetermined, Shinoxus Canon, Levels

### Level -512: "Death"



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SHOW VISUAL AMBIANCEHIDE VISUAL AMBIANCE

#### Survival Difficulty: Class Undetermined

- » ☐ Mysterious Properties
- » ☐ Unknown Information
- » ☐ Undocumented Entities

**Level -512** is the -512<sup>th</sup> level of the Backrooms.

*This really is the end...*

#### Description

*So.. you're finally here. I guess.. you didn't listen, or perhaps you lost the game of life. Unless you have something driving you to continue, a strong desire to live on, a living soul will always lose itself here.*

*Except.. her.*

**Level -512** is a large, Vietnamese-style shrine 10 kilometers in length and 500 meters in width. The entire shrine is surrounded by a 6-meter-high brick wall. A thin fog coats the entire level, only clearing every once in a while. The walls are painted in a beige pigment and constructed out of stone. Scarlet pillars provide structural support for the entire level. Roofs are made out of shingles, decorated with complicated designs of dragons and other mythological figures.



Paths stretch throughout the entire shrine, and trees sprout throughout the level. A light wind stirs up leaves, rustling them softly. Tiles misplaced on the ground after thousands have walked on them. Everything has slightly decayed, with the scent of damp wood and cement spreading through the air. *The pine forest, the quaint shrine, it's almost calming in a way. It is relaxing to some. It is a nice distraction from what's ahead.*

Picture of Level -512. Taken by Ms. Evelyn Vielle.

The interiors have framed artwork and poetry neatly hanged on the wall. The floor is made out of tiled wood, cold to the touch. Artifacts can be found scattered across the flooring; however, they will quickly crumble in one's hands. Wilted flowers in pots wait for a drop of water. The sounds of crows squawking echo across the barren world. The general layout is very straight-forward. It consists of large, wide areas, with a building occasionally placed within. Buildings will be placed irregularly until the end of the level. There'll be one large shrine, covering the entire width of the level. Behind it, there is a large door. This presumably leads outside the walls, ~~but no one has ever documented opening the door.~~ It is always cold and desolate. It has ~~always~~ been this way for eons. The sky is blanketed by a layer of gloomy clouds and the sun is nowhere to be seen. Dead trees sit in rows and rows to **welcome your arrival.**

## Colonies and Outposts

*You cannot unfortunately...*

### Entities

*None.*

## Entrances and Exits

*Dying or shrine gates. They both lead here. If you are still living, you can still make it out. But if not, this is a one-way trip.*

*Out of the corner of your eyes... You see a wisp.*

*Tens, if not hundreds, wandering with you. It isn't just you. The hundreds of spirits, walking around, denying their fate until they finally accept it. Gary. You, Gary, are the odd one out. You still live. You are not dead. But... do you have the strength to continue **on**? They are jealous of you. That your soul is still alive and strong. They want to deny their fate. They want it. They want your soul. But they can't have it.*

*Yet.*

## Beyond The Walls

*Beyond the walls... The fog grows thick. You cannot give in now. They are waiting for your weakness to show.*

*Yet somehow... they don't want to take her.*

*Somehow...*

*More to see. The last things you'll see.*

???

...



Fog.

?

#### CATEGORIES



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